**Finch Robot Setup for Java**

1. Get a robot and go to this link: https://www.birdbraintechnologies.com/finch/java/install/2-1

Graphical user interface, application, website

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1. Located under “learning modules,” select download software. Go to the second step and **download the Bluebird connector** for your computer. Then, go to step 3 and **download the Birdbrain Java Library**.

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1. Carefully take your finch out of the container and hold down on the circled button below until the top of the finch lights up. Take the dongle from the case and plug it into your computer.
2. Now, on the tail of the finch, you should see **three letters flashing**. This means your finch is ready to connect to your computer.
3. After these have been downloaded, **open the Bluebird connector**. Click on the “Find Robots” button. You should see finches begin to show up on the window. Now, look at your finch once again, the three letters flashing on the tail should match up with the finch you select. For example, if your finch is flashing “HMH,” then your finch’s name might be “**H**appy **M**oonstone **H**orse.” **Select your finch and make sure it says connected**.

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1. Now, open JGrasp, NetBeans, etc. and create a new project. Name the program “Finch.”
2. Create a new folder and name it “Finch” and add a “src” folder inside of it.
3. We are going to add the Birdbrain Java Library to this folder. Go to your downloads and unzip the file. Add all six files to the “Finch” project.
4. Save all these files to the src folder.
5. Now, run “FinchTest.java.” Your finch’s beak should blink 10 times. If this works, **you are all set up**! If it does not, make sure you are still connected to your finch through the Birdbrain Connector, recheck your steps, or come ask for help.

To look at the Finch Java Libraries: https://www.birdbraintechnologies.com/finch/java/library/